

### IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) In a video on demand system for supplying requested video data to a plurality of subscriber receivers, the improvement comprising:

a. a first processor having a first hardware and software architecture optimized to perform a variety of computational tasks which spools said requested video data in response to said request;

b. a video server memory responsively coupled to said first processor in which said spooled requested video data is stored; and

c. a second processor having a second hardware and software architecture different from said first hardware and software architecture optimized to perform input/output operations responsively coupled to said video server memory and said subscriber receiver which ~~streams~~ accesses said spooled requested video data directly from said video server memory without passing through said first processor and streams said spooled requested video data to said plurality of subscriber receivers in a plurality of streams spaced apart by a predetermined time.

2. (Currently Amended) The video on demand system of claim 1 wherein video server [[said]] memory further comprises a Unisys CMP memory platform.

3. (Previously Presented) The video on demand system of claim 2 wherein said second processor further comprises an industry compatible, Windows NT based processor.

4. (Previously Presented) The video on demand system of claim 1 wherein said first processor further comprises a transaction server responsively coupled to said subscribing receiver and said video server memory.

5. (Original) The video on demand system of claim 4 wherein said requested video data further comprises MPEG-2 format.

6. (Currently Amended) An apparatus comprising:

a. two subscribing television receivers each of which providing a separate spaced apart service request for a video program;

b. A transaction ~~processor~~ server having a first hardware and software architecture responsively coupled to said two subscribing television receivers;

c. A memory responsively coupled to said transaction ~~processor~~ server having a copy of said video program in spooled form by said transaction ~~processor~~ server in response to said service request; and

d. A video processor having a second hardware and software architecture different from said first hardware and software architecture and optimized for efficiently performing input-output operations responsively coupled to said memory and said two subscribing cable television receivers which ~~streams~~ accesses said spooled video program directly from said memory without passing through said transaction server and streams said spooled video program to said two subscribing television receivers as two separate spaced apart streams from said copy of said video program wherein said two separate spaced apart streams are spaced apart from each other by a time period which is greater than zero.

7. (Previously Presented) An apparatus according to claim 6 wherein said video processor comprises an industry compatible, Windows NT based processor.

8. (Original) An apparatus according to claim 7 wherein said memory comprises a Unisys CMP memory platform.

9. (Original) An apparatus according to claim 8 wherein said spooled video program further comprises MPEG-2.

10. (Previously Presented) An apparatus according to claim 6 wherein said first architecture of said transaction server is optimized about a variety of processing operations.

11. (Currently Amended) A video on demand system comprising:

a. First requesting means for requesting a video on demand program at a first time;

b. Second requesting means for requesting said video on demand program at a later second time;

c. Transaction processing means having a first hardware and software architecture optimized about a variety of processing operations responsively coupled to said first requesting means and said second requesting means for spooling said video on demand program;

d. Storing means responsively coupled to said transaction processing means for storing a copy of said spooled video on demand program; and

d. Video processing means having a second hardware and software architecture different from said first hardware and software architecture and optimized about input/output processing responsively coupled to said storing means for ~~streaming~~

accessing said requested video on demand program twice directly from said copy stored within said storing means without passing said requested video on demand program through said transaction processing means and from streaming said requested video on demand program at a first time to said first requesting means and at a second and later time to said second requesting means.

12. (Previously Presented) A video on demand system according to claim 11 wherein said first requesting means further comprises a subscriber box.

13. (Previously Presented) A video on demand system according to claim 12 wherein said video processing means further comprises an industry standard personal computer.

14. (Original) A video on demand system according to claim 13 wherein said storing means further comprises a Unisys CMP memory platform.

15. (Previously Presented) A video on demand system according to claim 11 wherein said transaction processing means further comprises a transaction subsystem for managing archival storage of video streams in a hierarchical storage management system that

is integrated with the management application and requires no manual intervention.

16. (Currently Amended) A method of providing video on demand services comprising:

- a. Generating a video on demand request from a first subscriber at a first time;
- b. Generating said video on demand request from a second subscriber at a second later time;
- c. Spooling a single copy of a video program corresponding to said video on demand request into a memory by a transaction processor having a first hardware and software architecture;
- d. streaming said corresponding video program directly from said single copy of said video program to said first subscriber at a third time by a video processor having a second hardware and software architecture; and
- e. streaming said corresponding video program directly from said single copy of said video program to said second subscriber beginning at a time difference from and later than said third time by said video processor.

17. (Previously Presented) A method according to claim 16 further comprising:

a. streaming said corresponding video program to said first subscriber at said third time and streaming said corresponding video program to said second subscriber at a fourth time if said difference between said second later time and said first time is greater than a predetermined interval.

18. (Previously Presented) A method according to claim 17 wherein said predetermined interval further comprises about one minute.

19. (Previously Presented) A method according to claim 17 further comprising:

a. Fast forwarding said streaming to said first subscriber in response to a fast forward from said first subscriber.

20. (Previously Presented) A method according to claim 17 wherein said processing step further comprises:

a. Performing subscriber accounting to enable billing said first subscriber for said video on demand request.

21. (Currently Amended) A system for providing video on demand services comprising:

a. A subscriber receiver which requests a video program;

b. A transaction processor having a first hardware and software architecture responsively coupled to said subscriber receiver which spools said video program in response to said video program request;

c. A memory responsively coupled to said transaction processor which stores said spooled video program; and

d. A video server having a second hardware and software architecture different from said first hardware and software architecture responsively coupled to said memory and said subscriber receiver which directly accesses ~~streams~~ said spooled video program directly from said memory without passing through said transaction processor and streams said spooled video program to said subscriber receiver.

22. (Currently Amended) A system according to claim 21 wherein said first hardware and software architecture is optimized for a variety of transaction processing tasks.

23. (Currently Amended) A system according to claim 21 wherein said second hardware and software architecture is optimized for input/output processing.

24. (Previously Presented) A system according to claim 21 A system according to claim 23 wherein said memory is a temporary



memory for storage of said video program from said spooling to said streaming.

25. (Previously Presented) A system according to claim 24 wherein said memory further comprises a Unisys CMP memory platform.